Fast Simulation tools for ILC physics studies

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Snowmass Energy Frontier Workshop, BNL, Apr 2013

Outline

- The ILC is not LHC
- Past simulation for ILC
- SGV
 - Tracker simulation
 - Comparison with fullsim
 - Calorimeter simulation
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- Technicalities
- Outlook and Summary

- Lepton-collider: Initial state is known.
- Production is EW ⇒
 - Small theoretical uncertainties.
 - No "underpaving event"
 - Low cross-sections wrt. LHC. also for background
 - Trigger-less operation.
 - High precision (sub-%) measurements needed, to extend our knowledge beyond LEP. Tevatron, LHC.
 - Interesting physics at low angles: t-channel di-boson production...
- Extremely small beam-spot: 5 nm \times 100 nm \times 150 μ m.
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- Large amounts of synchrotron photons, that get Compton back-scattered.
- They might create e^+e^- pairs when interacting with the field: The pairs-background.
- Or interact with each other: mini-jets
- Single pass operation, ondulator positron-source, beam-beam effects: Beam-spectrum is not a δ -function.
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- Thin: few % X₀ in front of calorimeters
- Very close to IP: first layer of VXD at 1.5 cm.
- Close to 4π : holes for beam-pipe only few cm = 0.2 msr un-covered = Area of Suisse Romande (or Schleswig-Holstein or Connecticut) relative to earth.

High precision measurements:

- Extremely high demands on tracking
- Tracking to low angles
- Identify and measure every particle in the event = Particle-flow:
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Fast simulation types, and the choice for ILC

Different types, with increasing level of sophistication:

- 4-vector smearing. Ex. SimpleFastMCProcessor.
- Parametric. Ex.: SIMDET, Delphes
- Covariance matrix machines. Ex.: LiCToy, org.lcsim fastMC, SGV

Common for all:

Detector simulation time \approx time to generate event by an $\mbox{\sc efficient}$ generator like PYTHIA 6

For ILC:

Only Covariance matrix machines have sufficient detail. Here, I'll cover "la Simulation à Grande Vitesse", SGV. (For org.lcsim fastMC, see Norman's talk on Tuesday)

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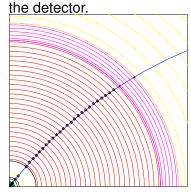
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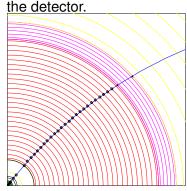
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SGV is a machine to calculate covariance matrices



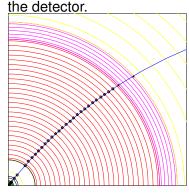
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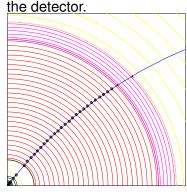
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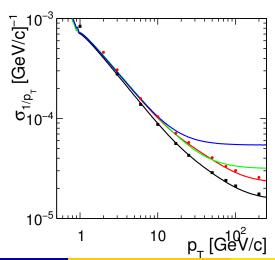
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SGV and FullSim LDC/ILD: momentum resolution

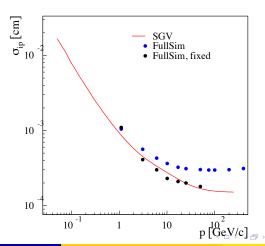
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SGV and FullSim LDC/ILD: ip resolution vs P

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SGV: How the rest works

Calorimeters:

- Follow particle to intersection with calorimeters. Simulate:
 - Response type: MIP, EM-shower, hadronic shower, below threshold, etc.
 - Simulate single particle response from parameters.
 - Easy to plug in other (more sophisticated) shower-simulation. Next slides.

Other stuff:

- EM-interactions in detector material simulated
- Plug-ins for particle identification, track-finding efficiencies,...
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Calorimeter simulation

The issues:

- Clearly: Random E, shower position, shower shape.
- But also association errors
 - Clusters might merg
 - Clusters might split.
 - Clusters might get wrongly associated to tracks.
- Will depend on Energy, on distance to neighbour, on EM or hadronic, on Barrel or forward, ...
- Consequences:
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Parametrisation

Look at how PFA on FullSim has associated tracks and clusters: link MCParticle -> Track and/or true cluster -> Seen cluster.

- Identify and factorise:
 - Probability to split
 - If split, probability to split off/merge the entire cluster.
 - If split, but not 100 %: Form of the p.d.f. of the fraction split off.
- All cases (EM/had split/merge Barrel/endcap) can be described by the same functional shapes.
- Functions are combinations of exponentials and lines.
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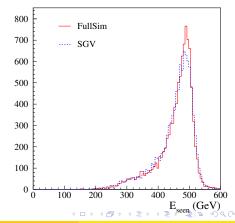
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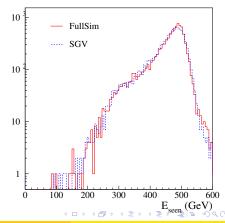
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 - Total seen energy
- $e^+e^- \rightarrow ZZ \rightarrow$ four jets:
 - Reconstructed M_Z at different stages in FullSim.
 - Seen Reconstructed M_Z, FullSim and SGV.
 - Jet-Energy resoulution
- Zhh at 1 TeV:
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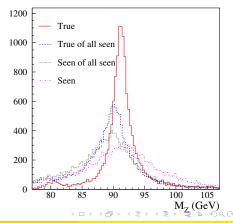
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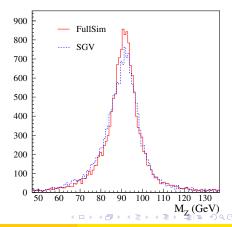
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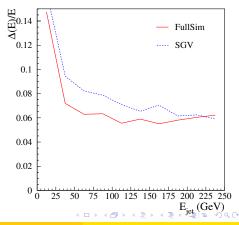
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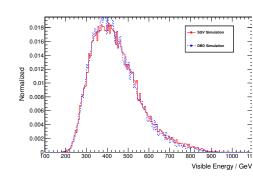
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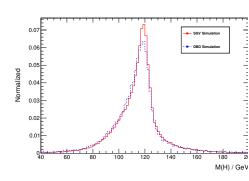
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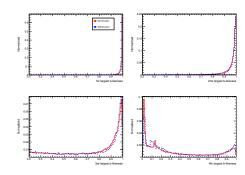
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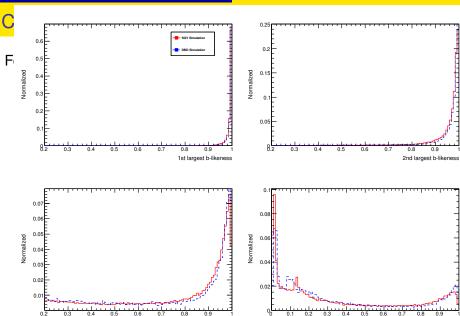


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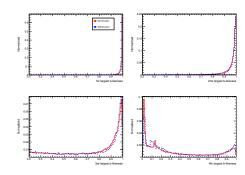




3rd largest b-likeness

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- Some CERNLIB dependence. Much reduced wrt. old F77 version, mostly by using Fortran 95's built-in matrix algebra.
- Managed in SVN.Install script included.
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Then

cd sgv;../install

This will take you about 30 seconds ...

- Study README do get the first test job done (another 30 seconds)
- Look README in the samples sub-directory, to enhance the capabilities, eg.:
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LCIO DST mass-production

SGV has been used to produce ILD LCIO DST:s for the full DBD benchmarks- several times.

- 43 Mevents.
- $\bullet \sim$ 1 hour of wall-clock time (first submit to last completed) on the German NAF.
- On the grid under:
 - Ifn:/grid/ilc/users/berggren/mc-dbd/sgv-dst_y/zzz/xxx
 (xxx= 2f, 4f, ..., zzz= 1000-B1b_ws, 500-TDR_ws, ... (y is 6 right)
 - now. Always use the latest!)

LCIO DST mass-production

SGV has been used to produce ILD LCIO DST:s for the full DBD benchmarks- several times.

- 43 Mevents.
- $\bullet \sim$ 1 hour of wall-clock time (first submit to last completed) on the German NAF.
- On the grid under:
 - Ifn:/grid/ilc/users/berggren/mc-dbd/sgv-dst_y/zzz/xxx
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- The SGV FastSim program for ILC physics simulation was presented, and (I hope) was shown to be up to the job, both in physics and computing performance.
- The method to emulate the performance of FullReco particle-flow (PandoraPFO) was explained.
- Comparisons to FullSim (Mokka/Marlin) was shown to be quite good.
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Installing SGV

svn co https://svnsrv.desy.de/public/sgv/trunk/ sgv/

Then

cd sgv;../install

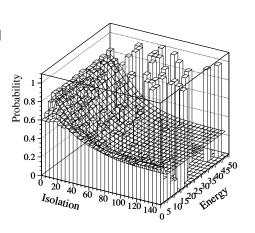
- 13 GOITE III C(1) HOUI.
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Thank You!

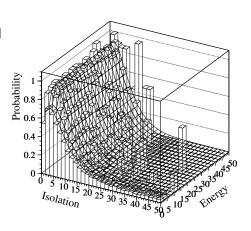
Backup

BACKUP SLIDES

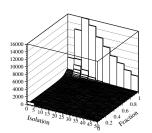
- Probability to split (charged had or γ)
- Fraction the energy vs distance
- ... and vs E
- Fit of the Distribution of the fraction
- Average fraction vs. E and distance.

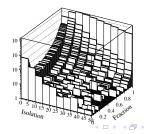


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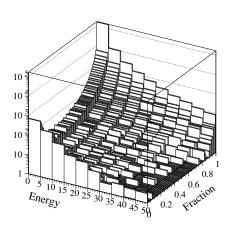


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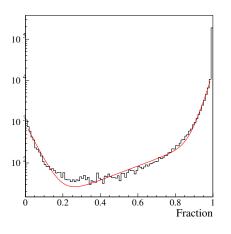




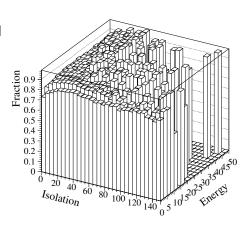
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$\gamma\gamma$ background

Total cross-section for $e^+e^- o \gamma\gamma e^+e^- o q\bar{q}e^+e^-$: 35 nb (PYTHIA)

- $\int \mathcal{L}dt = 500 \text{ fb}^{-1} \rightarrow 18 * 10^9 \text{ events are expected.}$
- 10 ms to generate one event.
- 10 ms to fastsim (SGV) one event.

10⁸ s of CPU time is needed, ie more than 3 years. But:This goes to 3000 years with full simulation.

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SUSY parameter scans

Simple example:

- MSUGRA: 4 parameters + sign of μ
- Scan each in eg. 20 steps
- Eg. 5000 events per point (modest requirement: in sps1a' almost 1 million SUSY events are expected for 500 fb⁻¹!)
- = $20^4 \times 2 \times 5000 = 1.6 \times 10^9$ events to generate...

Slower to generate and simulate than $\gamma\gamma$ events

Also here: CPU millenniums with full simulation



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Use-cases at the ILC

- Used for fastsim physics studies, eg. arXiv:hep-ph/0510088, arXiv:hep-ph/0508247, arXiv:hep-ph/0406010, arXiv:hep-ph/9911345 and arXiv:hep-ph/9911344.
- Used for flavour-tagging training.
- Used for overall detector optimisation, see Eg. Vienna ECFA WS (2007), See Ilcagenda > Conference and Workshops > 2005 > ECFA Vienna Tracking
- GLD/LDC merging and LOI, see eg. Ilcagenda > Detector Design & Physics Studies > Detector Design Concepts > ILD > ILD Workshop > ILD Meeting, Cambridge > Agenda > Sub-detector Optimisation I

The latter two: Use the Covariance machine to get analytical expressions for performance (ie. *not* simulation)

- Written in Fortran 95.
- CERNLIB dependence. Much reduced wrt. old F77 version, mostly by using Fortran 95's built-in matrix algebra.
- Managed in SVN.Install script included.
- Features:
 - Callable PYTHIA, Whizard.
 - Input from PYJETS or stdhep.
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 - samples subdirectory with steering and code for eg. scan single particles, create hbook ntuple with "all" information (can be converted to ROOT w/ h2root). And: output LCIO DST.
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This will take you about a minute ...

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Calorimeter simulation: SGV strategy

Concentrate on what really matters:

- True charged particles splitting off (a part of) their shower: double-counting.
- True neutral particles merging (a part of) their shower with charged particles: enetgy loss.
- Don't care about neutral-neutral or charged-charged merging.
- Nor about multiple splitting/merging.
- Then: identify the most relevant variables available in fast simulation:
 - Cluster energy.
 - Distance to nearest particle of "the other type"
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Collections

- Added sensible values to all collections that will (probably) be there on the DST from the fullSim production.
 - BuildUpVertex
 - BuildUpVertex_RP
 - MarlinTrkTracks
 - PandoraClusters
 - PandoraPFOs
 - PrimaryVertex
 - RecoMCTruthLink
- Also added more relation links:
 - MCTruthRecoLink
 - ClusterMCTruthLink
 - MCTruthClusterLink

- MCParticlesSkimmed
- V0Vertices
- V0RecoParticles
- BCALParticles
- BCALClusters
- BCALMCTruthLink
- PrimaryVertex_RP
- MCTruthTrackLink
- TrackMCTruthLink
- MCTruthBcalLink



Comments

Secondary vertices (as before):

- Use true information to find all secondary vertices.
- For all vertices with ≥ 2 seen charged tracks: do vertex fit.
- Concequence:
 - Vertex finding is too good.
 - Vertex quality should be comparable to FullSim.

In addition: Decide from parent pdg-code if it goes into BuildUpVertex or V0Vertices!

MCParticle:

 There might be some issues with history codes in the earlier part of the event (initial beam-particles, 94-objects, ...)



Comments

Clusters:

- Are done with the Pandora confusion parametrisation on.
- Expect ~ correct dispersion of jet energy, but a few % to high central value.
- See my talk three weeks ago.
- Warning: Clusters are always only in one detector , so don't use E_{had}/E_{EM} for e/π : It will be \equiv 100 % efficient !

Navigators

- All the navigators that the TruthLinker processor makes when all flags are switched on are created:
 - Both Seen to True and True to Seen (weights are different!)
 - Seen is both PFOs, tracks and clusters.
 - The standard RecoMCTruthLink collection is as it would be from FullSim ie. weights between 0 and 1.



- Include a filter-mode:
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 - Run SGV detector simulation and analysis.
 - Decide what to do: Fill some histos, fill ntuple, output LCIO, or better do full sim
 - In the last case: output STDHEP of event
- Update documentation and in-line comments, to reflect new structure.
- Consolidate use of Fortran 95/203/2008 features. Possibly when gcc/gfortran 4.4 (ie. Fortran 2003) is common-place - Object Orientation, if there is no performance penalty.
 - Use of user-defined types.
 - Use of PURE and ELEMENTAL routines.
 - Optimal choice between pointer, allocatable and automatic and/or assumed-size, assumed-shape, and explicit arrays.
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